

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wolfhound WLF-2

Movement Points: Tonnage: 35  
 Walking: 6 Tech Base: Mixed  
 Running: 9 3052  
 Jumping: 0 X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	CT	5	7 (DE)	-	5	10	15
1	(R) Medium Laser	CT	3	5 (DE)	-	3	6	9
1	ER Medium Laser (C)	RT	5	7 (DE)	-	5	10	15
1	ER Medium Laser (C)	LT	5	7 (DE)	-	5	10	15
1	ER Large Laser (IS)	RA	12	8 (DE)	-	7	14	19

Cost: 3,385,530 C-Bills

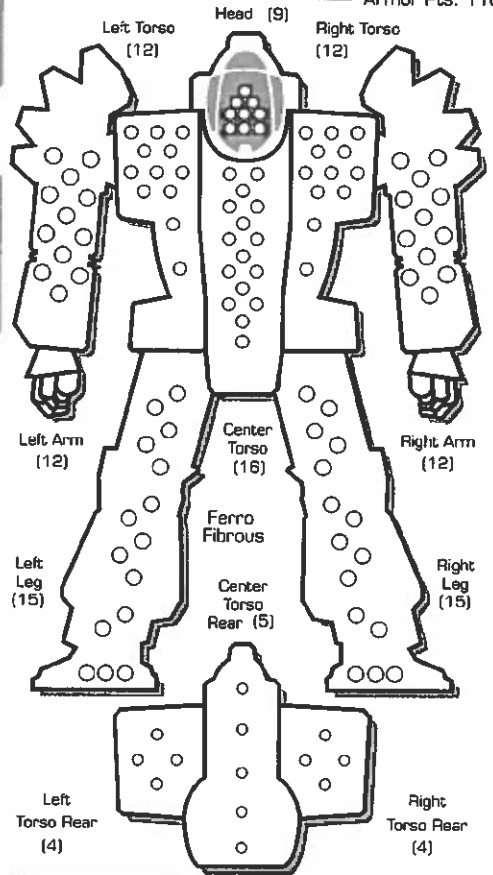
BV: 1,313  
 Weapon Heat (30)  
 Dissipation (22)

### WARRIOR DATA

Name:  
 Gunnery Skill: Piloting Skill:  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness: 3 5 7 10 11 Dead

### ARMOR DIAGRAM

Armor Pts: 116



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER Medium Laser (C)
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

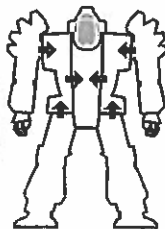
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- ER Medium Laser (C)
- (R) Medium Laser

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- ER Medium Laser (C)
- (R) Medium Laser

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser (IS)
- ER Large Laser (IS)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

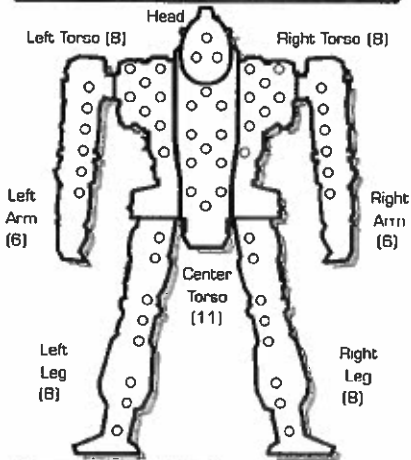
#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER Medium Laser (C)
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLE TECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Scarabus SCB-9A**

Movement Points:      Tonnage: 30  
 Walking: 10              Tech Base: Inner Sphere  
 Running: 15              3053  
 Jumping: 0                E/X-XE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	-	5	9	15
1	Guardian ECM Suite	CT	0	[E]	-	-	-	6
1	Hatchet	RA	0	6 [PA]	-	1	0	0
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
2	Small Laser	LA	1	3 [DE]	-	1	2	3

Cost: 5,489,770 C-Bills

BV: 846  
 Weapon Heat (8)  
 Dissipation (10)

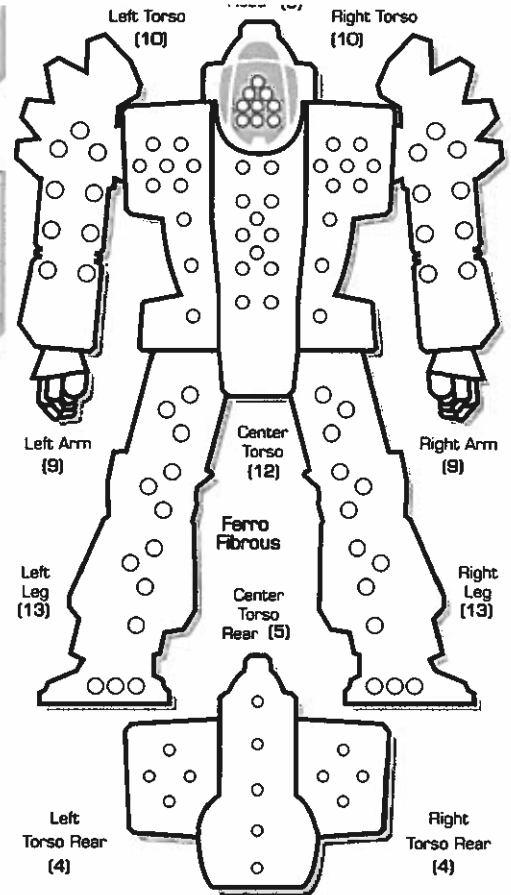
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness#: 

3	5	7	10	11	Dead
---	---	---	----	----	------



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Medium Laser
- Small Laser

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hatched
- Hatched
- Hatched

#### Center Torso

- 1-3 Small Laser
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Endo-Steel

- 1-3 Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

#### Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Steel
- Endo-Steel
- Endo-Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

#### Right Leg

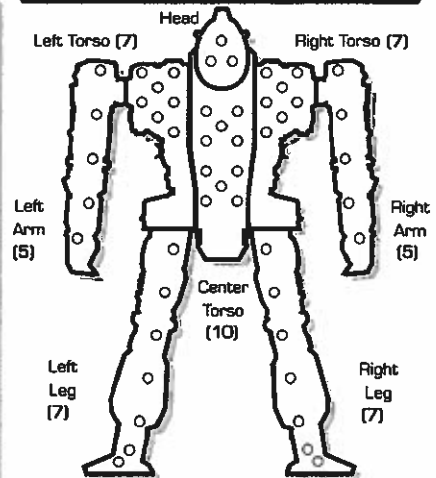
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	10 Single
29		○
28*	Ammo Exp. avoid on 8+	○
27		○
26*	Shutdown, avoid on 10+	○
25*	-5 Movement Points	○
24*	+4 Modifier to Fire	○
23*	Ammo Exp. avoid on 6+	○
22*	Shutdown, avoid on 8+	○
21	-4 Movement Points	○
20*	Ammo Exp. avoid on 4+	○
19*	Shutdown, avoid on 6+	○
18*	+3 Modifier to Fire	○
17*	-3 Movement Points	○
16	Shutdown, avoid on 4+	○
15*	+2 Modifier to Fire	○
14*	-2 Movement Points	○
13*	+1 Modifier to Fire	○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

### HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-C

Movement Points:      Tonnage: 35  
 Walking: 4                      Tech Base: Mixed  
 Running: 6 (8)                      3051  
 Jumping: 4                              X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Computer (Slave)	CT	0	[E]	-	-	-	-
1	MASC	RT	-	-	-	-	-	-
1	Streak SRM-4 (C)	LT	3	2/m [M, C/C2/4]	-	4	8	12
1	ER PPC (IS)	RA	15	10 [OE]	-	7	14	23
Ammunition Type		Rounds						
Streak SRM-4		25						

Cost: 3,550,860 C-Bills

BV: 1,098  
 Weapon Heat (18)  
 Dissipation (20)

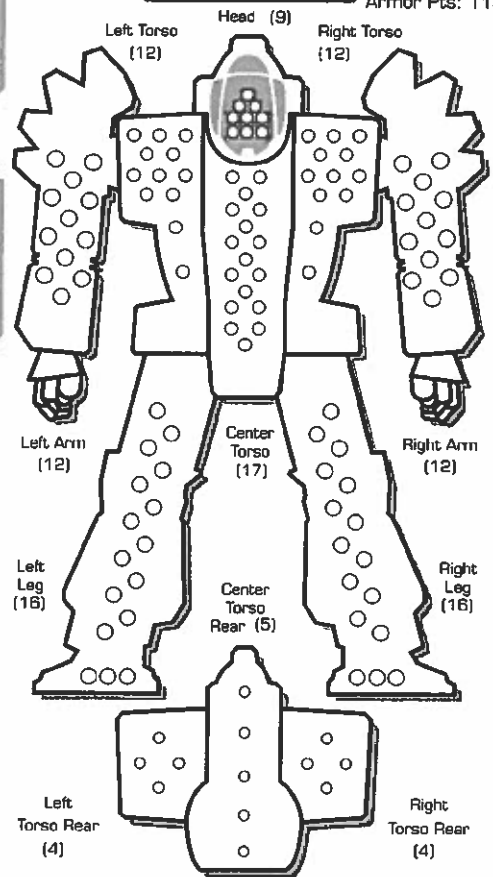
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

Armor Pts: 119



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo-Steel
- Roll Again

#### Left Torso (CASE)

- Streak SRM-4 (C)
- Ammo (Streak SRM 4) 25
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- CASE

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- C3 Computer (Slave)

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC (IS)
- ER PPC (IS)

- ER PPC (IS)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

#### Right Torso

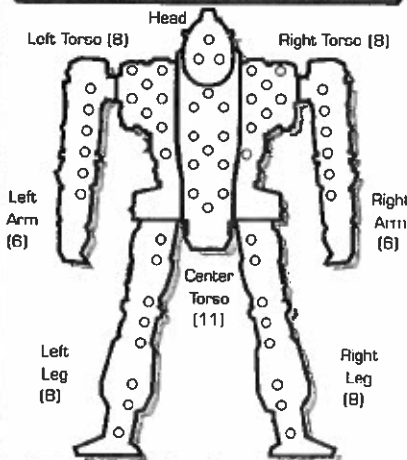
- MASC
- MASC
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 4+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 2+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLE TECH

## 'MECH RECORD SHEET

### MECH DATA

Type: **Venom SDR-9K**

Movement Points: **Tonnage: 35**  
 Walking: 8 Tech Base: **Inner Sphere**  
 Running: 12 **3050**  
 Jumping: 8 **E/X-X-E**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	-	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6

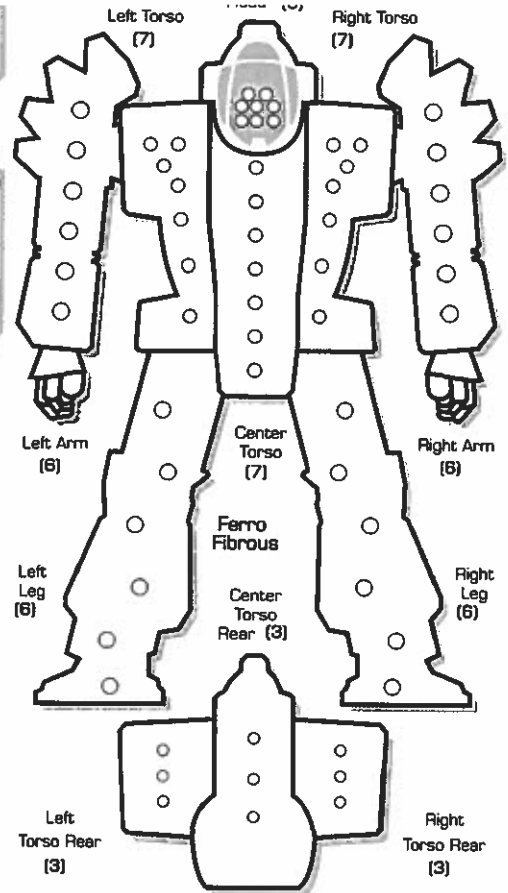
Cost: 6,371,910 C-Bills

BV: 798  
 Weapon Heat (16)  
 Dissipation (12)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- 1-3
- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

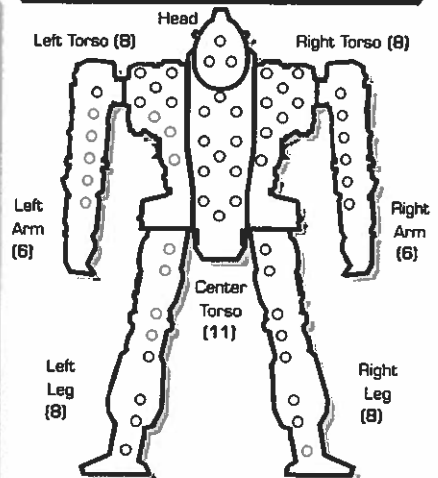
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- 1-3
- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 Single
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

### Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

# BATTLE TECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Locust LCT-5M**

Movement Points:      Tonnage: 20  
 Walking: 8              Tech Base: Mixed  
 Running: 12 (16)      3066  
 Jumping: 0              X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (C)	CT	10	10 (P)	-	6	14	20
1	MASC	RT	-	-	-	-	-	-

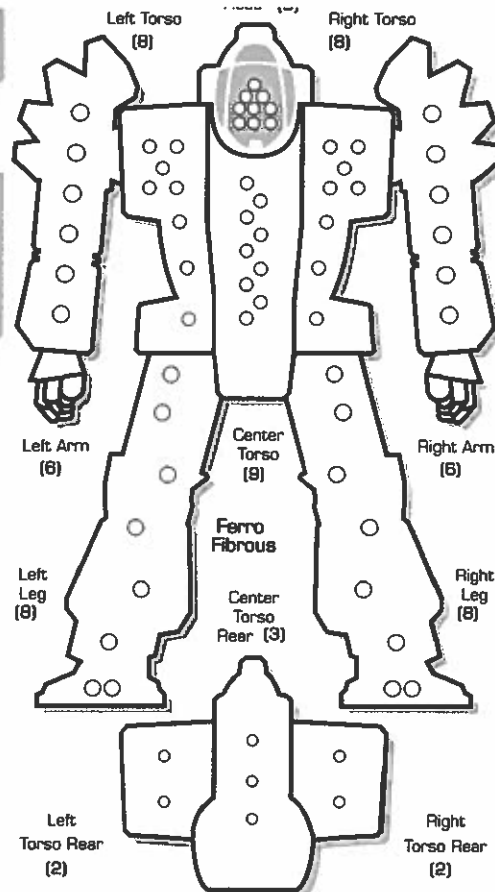
Cost: 2,698,000 C-Bills

BV: 1,003  
 Weapon Heat (10)  
 Dissipation (10)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Endo-Steel
- Endo-Steel
- Endo-Steel

1-3

- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous

1-3

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- MASC
- Endo-Steel
- Endo-Steel

1-3

- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

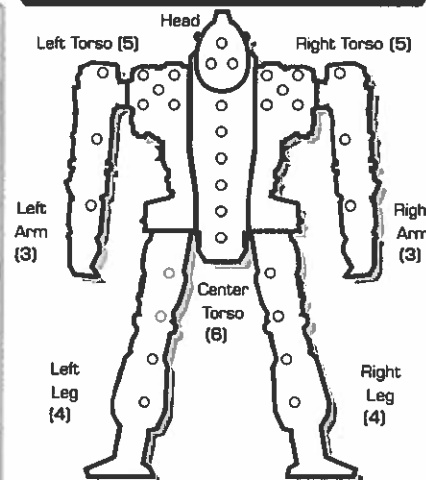
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

# BATTLE TECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Raven RVN-4L

Movement Points: Tonnage: 35  
 Walking: 6 Tech Base: Mixed  
 Running: 9 (12) 3062  
 Jumping: 0 X/X-XX

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	[E]	-	-	-	4
1	Streak SRM-4 (C)	RT	3	2/m	-	4	8	12
				[M, C/C2/4]				
1	Guardian ECM Suite	LT	0	[E]	-	-	-	6
1	MASC	LT	-	-	-	-	-	-
2	ER Medium Laser (C)	RA	5	7 [DE]	-	5	10	15
1	Narc Launcher (IS)	LA	0	0/m	-	3	6	9
				[M, E/S]				
Ammunition Type		Rounds						
Narc (Homing)		12						
Streak SRM-4		25						

Cost: 6,267,375 C-Bills

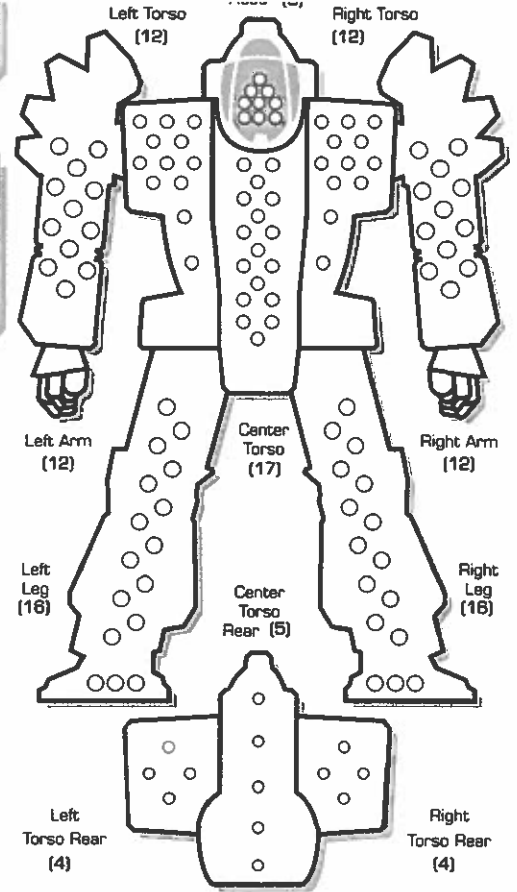
BV: 1,238  
 Weapon Heat (13)  
 Dissipation (20)

### WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Narc Launcher (IS)

#### Center Torso

- Narc Launcher (IS)
- Endo-Steel
- Endo-Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 @Narc Homing (8)
- @Narc Homing (8)
- MASC

#### Right Torso

- MASC
- Guardian ECM Suite
- Guardian ECM Suite
- 4-6 Endo-Steel
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER Medium Laser (C)
- ER Medium Laser (C)
- Endo-Steel
- Endo-Steel

#### Center Torso

- Endo-Steel
- Endo-Steel
- 4-6 Endo-Steel
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Streak SRM-4 (C)
- @Streak SRM 4 (25)
- Double Heat Sink

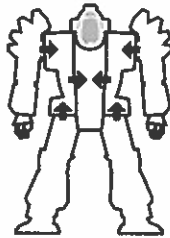
#### Left Leg

- Double Heat Sink
- Double Heat Sink
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

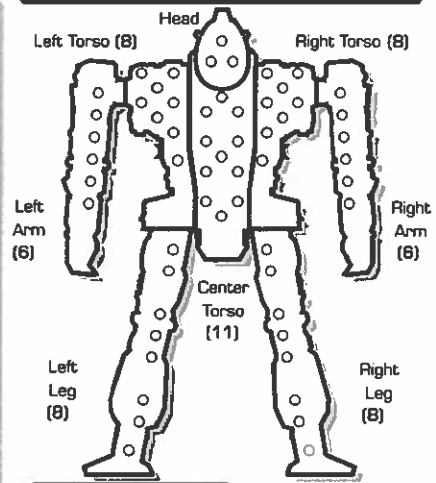
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Level	Overflow
30+	○
29	○
28+	○
27	○
26+	○
25+	○
24+	○
23+	○
22+	○
21	○
20+	○
19+	○
18+	○
17+	○
16	○
15+	○
14+	○
13+	○
12	○
11	○
10+	○
9	○
8+	○
7	○
6	○
5+	○
4	○
3	○
2	○
1	○
0	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hermes HER-4S

Movement Points: Tonnage: 30  
 Walking: 9 Tech Base: Inner Sphere  
 Running: 14 (18) 3057  
 Jumping: 0 E/X-X-E

### Weapons & Equipment Inventory (hexes)

Gby Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 Medium Pulse Laser	CT	4	6 (P)	-	2	4	6
1 MASC	LT	-	-	-	-	-	-
1 Medium Pulse Laser	RA	4	6 (P)	-	2	4	6
1 Medium Pulse Laser	LA	4	6 (P)	-	2	4	6

Cost: 5,658,120 C-Bills

BV: 947  
 Weapon Heat (12)  
 Dissipation (11)

### WARRIOR DATA

Name:  
 Gunnery Skill: Piloting Skill:  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC
- Endo-Steel

1-3

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Endo-Steel

1-3

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

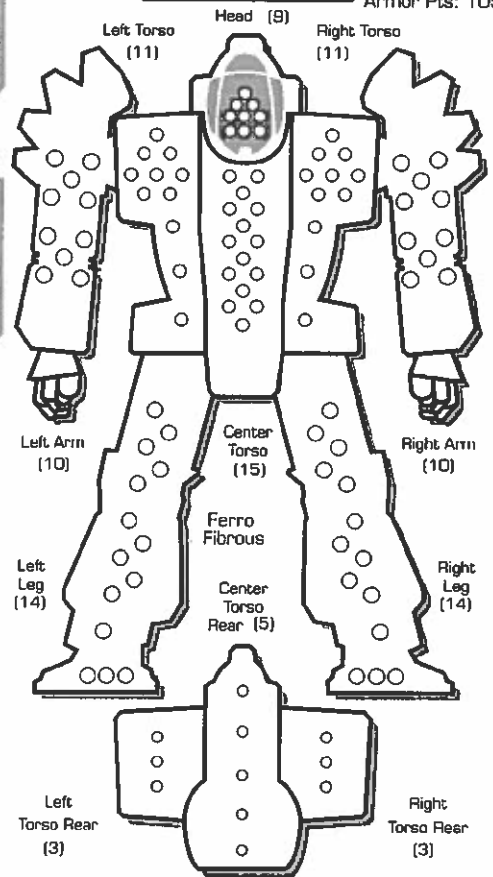
4-6



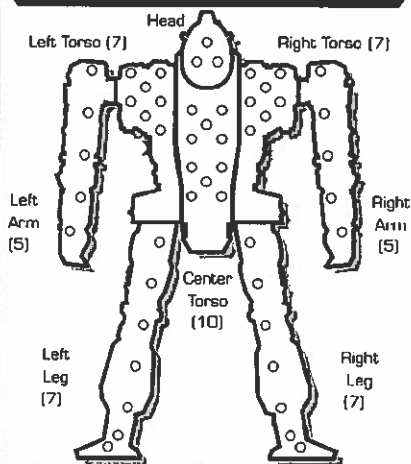
Damage Transfer Diagram

### ARMOR DIAGRAM

Armor Pts: 105



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	